# A Witcher Contract - The Cruel Huscarl's Fate

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*I'd like to share with you a scenario, which I came up with and managed to play once (so the playtest is rather inconsiderable) but I think it went rather well - we had a bunch of fun and I suppose that my friends enjoyed the atmosphere of the tale. I hope you can get something out of it for yourselves.*

*The scenario could be a one-shot, could be an intro to a longer campaign (as it was in our case) or just a short spin-off from your current adventures - all depending on how you, the Game Master, manage the setting. The original place it was designed for was Skellige, but feel free to adjust it to any location of your liking.*

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## 0. Overall context

Huscarl Olaf the Hare-lip became an unimaginably cruel man. After years of pillaging and murdering he grew rich, gluttonous and wholly devoid of emotion. Looking for new sources of satisfaction he began descending towards sadism, bringing fear, torture and hunger on any who wronged him. He didn't yet know the horrors that his venture along this brutal path would bring upon him.

## 1. It all begins as always - with a contract

*"Help needed - reward paid in gold!*

*Be ye a Skelliger or a Continent man, let it be known to you that the honorable huscarl Olaf the Hare-Lip is in dire need of a specialist, possessing knowledge of foul creatures dangerous to folk and the skills to get rid of such. Be it a learned man, a sorceress or a witcher – all can expect the huscarl's hospitality for the time needed to drive out the evil.*

*Anyone delivering solid proof that the problem has been dealt with can expect a hefty reward from the undersigned. He himself will answer all your further questions regarding the matter, if such shall arise, when you reach his longhouse.*

*- Olaf Harelip*

The contract can be found near the [put your favorite fantasy tavern name here] or any other place that you come up with. For our instance - let's go with a noticeboard at the main square in the village of **Helmsholm**. The players can ask around for directions to the huscarl's longhouse - he's a well known man, most of the people in the area simply fear him, so they'll gladly do anything to come into his favor, especially if it's something as easy as showing someone directions.

**Investigating Olaf (Optional)**
If the players go sniffing around asking questions, you can ask them to roll a ***Charisma/Streetwise check*** - the people of Skellige, especially the ones who fear Olaf are not keen on gossip. The Difficulty Check (further addressed as “DC”) should be 16-20, depending on how they approach the situation.

| **Gathering gossip about Olaf the Hare-lip** | ***Charisma/Streetwise check*** |
|---|---|
| Success (16-20+) | The folk first tells tales of all the great raids that Olaf the Harelip led in the past, bringing many riches and slaves back with him, about his ferocity as a warrior. But then, little by little, they start to reveal that the huscarl is widely known on the island for his brutality and short temper. That he never seems to forgive. |
| Failure | The folks grow distrustful about the party, Finding their way to the longhouse may have just gotten more difficult. (i.e. Wilderness Survival/Deduction checks?) |

## 2. The Longhouse

**The huscarl’s residence** is isolated from any other settlement. It’s situated near a trail for easier communication but other than that the guy pretty much lives in the woods. The longhouse is rather impressive - wide and tall, surrounded by other utility buildings (workshop, cowshed, hen house, etc.), all belonging to one man - in Skellige circumstances surely a sign of power and wealth.

**The Atmosphere**
The surroundings seem to be peaceful, even eerie - only the gusts of wind among the trees, sounds of animals and some occasional muted conversations break the pleasant silence of the forest.

**The Layout:** *(graphic representation at the end of this file)*

**a.0) Entrance** - constantly watched over by two guards on duty. It’s the last place anyone would try to rob, but the huscarl has to uphold an image, right? Besides, it’s good to keep your men disciplined at all times by finding them something to do. Even if, by boredom, they end up doing it poorly when the boss isn’t looking.

**a.1) Great hall** - a spacious room with two dining tables, a fireplace, walls and floors covered with thick furs. Here and there you can spot hunting trophies and memorabilia from the raids. Mighty antlers hang from the walls, a battered shield above the fireplace. Overall a cozy place to gather, eat, and - for the servants and guests - to sleep, but with constant

reminders that Olaf has already achieved what others Skelligers could only dream of achieving.

**a.2) Corridors**

**b.1) Private chamber of Olaf Harelip** - a room intended solely for the use of the huscarl himself. A big, soft bed, a desk full of old maps, documents and scrolls. Chests and closets full of personal belongings - from clothes, through rough hewn jewelery to small, rare items. However it's easy to note that the desk is paired with two chairs - seems like the huscarl lets someone else use this room occasionally.

**b.2) Storeroom** - A space where the huscarl keeps his many items of value - armour, weapons, books, part of his money and riches (documents of ownership, precious stones). The room itself isn't big, just clattered. It's constantly guarded by one of Olaf's men. This may be a good hook to send your party's thief on a little side-mission - what exactly will they find inside I leave to your imagination.

**c.1) Kitchen** - Just a kitchen - pots, pans, knives, bags of flour and vegetables, a keg of ale and so on.

**c.2) The cellar** - The place of main interest in this tale - for more information look further into "4. The Investigation"

## 3. A Warm Welcome

As the party arrives, they are welcomed by the guards at the entrance and **Guthlaf Hjortson** the huscarl's major-domo. He's a precious man to the huscarl, his **scribe** and someone who knows his way around the social etiquette, so he oftenly speaks on his behalf in situations such as these. More about the characters at the end of this file.

They will be treated as guests here and are free to stay as long as they need - they will be fed and accommodated at the expense of the owner, granted they keep working on finding the solution to his problem.

Try to make them feel **welcome** and **safe** - the people here seem to be rather happy to see new faces around. Shortly after they enter the great hall the servants shall ask them to sit down, will bring them some ale, etc. **All is going well until Olaf the Harelip shows up.**

As soon as he enters - a tall, sinewy, sunburnt, experienced man, covered in many scars, each resembling another fight, the most outstanding one splitting his upper lip in two - everyone in the room tenses up and quickens their steps. **The whole staff tries to stay outside his reach and preferably even out of his sight.** All of this happens when he calmly and quietly joins the party at the table.

*"You see, the point is - I can't use my cellar no more. And I really prized my damn cellar. I'd like to get it back, along with my good night's sleep, clear of worry about… - Damn it, get us some hot stew already! And another round for our guests! - …worry about my folk.*

*Just a few days ago one of my men got cut up real bad down there. We sent word for a healer, but the youngin' didn't make it. He died, just because I made him fetch a skin of wine. So, if you'd be interested in taking a look - you're free to stay. The pay is 300 crowns, no more, no less - if of course your solution turns out permanent. If not, believe me, I can find you and make you regret it like no other can. So, you interested?"*

## 4. The Investigation - for GM eyes only!

*Last warning - spoilers ahead. If you'd like to experience this story as a player, don't dwelve further.*

So, here the whole investigation splits in two:

### The Cellar

The first thing is the creatures that haunt the longhouse - the cellar was not only used as a cellar. With every passing year huscarl Olaf Harelip grew more powerful and more sadistic, to the point where he would take people who wronged him and torture them for his own amusement. Lately, he came across a band of wanted fugitives and decided that he, as the embodiment of law in these parts, will take their fate into his own hands. He threw them in the cellar, closed it up and condemned them to death by starvation, supplying them only with miniscule amounts of water, just enough to keep them alive. That event gave birth to the creatures now bound to his own home - the ***Pretas Starvatores***.

### The huscarl's identity

What fate had in store for him however, was that one of his prisoners happened to be a doppler. Suffering along with others he decided that such a man cannot take a position of power (and that he could benefit greatly from taking it) - using his abilities he spent long, seemingly unending days carefully infiltrating the residence, planning, scheming, waiting for a convenient moment to strike. When the moment came, he disguised himself as one of the huscarl's servants, Yanna, shortly after she fell ill and skillfully poisoned Olaf's supper. Under the veil of night he got rid of the body and took his place, now disguised as the man he murdered.

So, let's split these both into **"Mystery", "Clues"** and **"Obstacles"**

### Mystery 1 - Olaf Harelip was murdered by a doppler, who now impersonates him.

**Clues**:

a) **Behavior**
The staff and other people surrounding Olaf Harelip behave suspiciously. Every time they do something wrong they tense up, bracing themselves for the wrath of the huscarl, just to be met with benevolence at best and mild annoyance at worst.
For example: Yanna serves stew and drops one of the bowls - she freezes in terror just to be met with "*Ah, happens to the best of us*" or a cook that starts profusely sweating, eyes bulging, face red, when hearing "*Damn it, this soup…*" just to barely

believe his luck, when hearing "*... could be a tad less salty, but other than that it just hits the spot*" ***(Checks: Awareness, Human Perception, Deduction)***

b) **Servants testimonies**
The servants, when approached correctly (via charm, bribes, appeal to a higher necessity during the investigation) can spill some facts - the huscarl happened to be seen satisfied once or twice during the last years, when the business went really well, but never to such an extent as now. Despite the dubious nature of his sudden change, the people surrounding him turn out to be - expectedly - happy about it. ***(Checks: Charm, Human Perception, Persuasion)***

**Obstacles:**

a) Dopplers, while metamorphing, do not cause an illusion but rather undergo an actual physical shift. This means that all sorts of magic detection, such as witcher medallions, spells, alchemical concoctions simply won't undo the transformation.

b) Olaf is indistinguishable from his former self. During the metamorphosis the doppler not only gets the man's appearance but also his knowledge and memories.

*Note, that this side of investigation is not the main path of interest, at least for now. It may even be better to just hint to the players slightly that something is up, but try to focus their attention on the monsters, saving the other part of the mystery for later.*

## Mystery 2 - the creatures haunting the huscarl's longhouse are *Pretas Starvatores* - born from his own cruelty.

**Clues:**

a) **Examining the corpse of the victim**
Huscarl's youngest servant, Hjort, was sent to the cellar for wine, came back badly injured and soon died. His body is yet to be buried *(or, if you'd like to expose your players to some roleplay and social conflict make it be buried nearby and now needing exhumation).*

| **Examination of the victim's injuries** | ***Monster Lore check (alternatively Education/First Aid check with an increased DC)*** |
|---|---|
| Success (22+) | Indicates injuries inflicted by claws and fangs. Seems like inflicted by some sort of a necrophage, but the fang imprint does not match. It must be something else. |
| Success (16+) | Indicates injuries inflicted by claws and fangs. Probably dealt by some sort of a necrophage. |
| Failure | Indicates injuries inflicted by claws and fangs. |

b) **Cellar inspection** - a descent down a couple stairs, then a two-chamber cellar. Behind the first door is a small, ordinary room - food supplies, crates of vegetables covered in dirt, shelves with dried meats, and clay jars, small furs hanging from the ceiling.
Behind all this, a second door, closed with a beam from outside, and beyond that door - an ***Awareness Check***. The second room is deeply dark, cold and reeks of rot (you can add an ***Endurance Check*** to see if one can force through the stench)

| **Inspecting the second room of the cellar** | ***Awareness Check*** |
|---|---|
| Failure | You don't manage to notice anything of importance until it's too late. |
| Success (10+) | There are chains on the walls and bones lying around. |
| Success (12+) | There is another small door, possibly leading outside. (+ all of the above) |
| Success (16+) | There are a few peculiar tools in this room. Curved blades, long protruding metal rods, pins and hammers - probable devices of torture. (+ all of the above) |
| Success (20+) | There are scratch marks on the inner side of the doors. (+ all of the above) |
| Success (24+) | The bones lying around have bite marks all around them. (+ all of the above) |

### b.2) **The Pretas attack**

Shortly after the party enters the second part of the cellar, they're attacked by the ***Pretas*** **(stats at the end of this file and in the "Unofficial Witcher Monster Book v1.7." p.68)**. If the party is not yet ready to face them, the fight will rather be short-lived. Due to the Invisibility bonus the ***Pretas*** are tough to confront without serious preparation, so just take care of making the players feel surrounded by an unknown, unseen danger, chipping their flesh one swing of the claws after another - escape will probably end up their option of choice (for now). Facing the danger is a big clue itself - especially if there is a Witcher onboard.

c) **A Beggar (Optional) -** at some point if the investigation goes stale, the characters need another clue or if you simply like the idea - a local beggar tries to sneak up to the outer door of the cellar and get some food from the inside.
He picks the lock, gets in - and then everyone around hears a piercing scream of a terrified man. Seconds later the beggar can be found incapacitated by the guards, after trying to incoherently run away in a random direction. At first he is in a hectic state, only screaming, breathing hastily, drooling. When he rests a bit, he starts repeating "*A ghastly demon, horrid mouth full of fangs!*". After a while, when he completely regains his sanity, he can talk more - especially when offered a hot meal

and a place to sleep by the huscarl. He opens up and gives a description of what he saw - the Preta's face up close, with all the details - *„ugliest motherfucker I've seen…"*

*Note: The Beggar saw the monster's true form, because of prolonged hunger (Preta's ability "Invisible to the Sated"). If he accepted a meal from the huscarl, he won't be able to see them again for some time.*

d) **The Last Resort (Optional)** - If by any chance your players will still be unable to grasp the cause of the problem and you'd like to push them in the right direction, one of the items buried in the huscarl's storeroom could be a book ***"Remarks of Curses and the Cursed - Diary of Folk Superstition"*** in which they can look for a matching description. Just make them look for it - maybe the huscarl has just a faint memory of such a thing. Digging through piles of stuff could be a mission on its own. And who knows what dangers await our brave heroes? Bookworms? Paper cuts? Dust-covered-surprises?

**Obstacles:**

a) **Pretas Starvatores ability "Invisible to the Sated"** will probably be the most prominent. As per their stat-page *"A Preta is completely invisible to anyone that has eaten in the last 3 days. This grants it a +10 to stealth and +5 to attacks. Even if the Awareness check to spot the preta is successful, opponents are still at a -3 to attack and defend against it.".*
This should provide at least a good reason to first try to figure out what it is and only then fight it.

**a.1) Ways to make Pretas visible:**

- **Starvation -** This can deliver an opportunity for some "spare time". 3 days is enough to gather alchemical ingredients, knowledge, get some training, develop relationships with the people of the longhouse and listen to what they have to say - maybe even observe their reactions to Olaf and get a bit closer to discovering what's wrong with him. Rules regarding that aspect are to be found in Pretas stat-page at the end of this file. It's mainly Endurance checks after each day, but you could add some Resist Coercion checks for flavor - while being proposed to a meal by the servants or sensing the smells coming from the kitchen.
- **Baiting Pretas out on direct Sunlight/Moonlight** - could prove challenging.
- **Moon Dust bombs** - requires gathering supplies/a recipe.
- The stat-page proposes **Yrden** as well - in my opinion it's a bit anticlimactic. I'd suggest at least just halving the Preta's bonuses instead of zeroing them or making the Pretas be scared of the sign so they'll try to avoid it.

**b) Injuries, which if examined just half well lead to the assumption that they could be of necrophage origin.**

## 5. The Resolution

a) If the party succeedes to take care of the monsters, the reward in gold awaits them, along with the huscarl's gratitude.
b) If not, the reward is not theirs to take and the huscarl's scribe will continue to seek a professional. Nonetheless, the Huscarl will provide care for those injured in attempts to help him.

Regarding the true identity of the Huscarl:

A) Your party could, by pushing on and asking questions, discover it on their own during their stay at the longhouse
B) If not, then after leaving the longhouse I introduced (and so can you, if you'd like) an "ending" scene:
Ad. a) *"You leave the longhouse, your pouches heavy with gold and hearts at least momentarily proud of a job well done….*
*Ad. b) You leave the longhouse wondering what could've been done to prevent such a failure. Pouches, again empty of gold, bring grim thoughts about your closest future…..*

*….Your horses lead you away from this odd place, ambling slowly towards the sun. You pass a minor bridge and the weather seems just too good for this time of year not to take a short break on the bank of a shimmering stream. Suddenly, your nostrils are filled with now a bit too familiar, repulsively sweet, gut-wrenching stench of rot. As you lean over the side of the bridge you see a body. Upon looking closer there is no place for further doubt - it's the body of Huscarl Olaf the Harelip, the same that you've seen alive and well not long ago. It's half-eaten, presumably by wild animals, bloated and stained in all shades of purple, red and green. Maggots crawl all over his once noble garments and fill his orifices. He must've been dead for at least a couple of days now.*

**And that concludes this short scenario.**

Now, either you nudge the players or they discover the truth on their own - what to do with the gathered information I leave to you and your players. Let the monster be, as he seems a better person than the huscarl himself?

An experienced member of the party may know that disguising itself as such a twisted man may put the dopplers psyche under serious pressure and in some time cause psychosis. *(And what better thing there is for starting new adventures than a deranged powerful-man-disguised doppler?)*

Simply kill the doppler and avenge the man? Banish it? Who then will take Olaf's place? Or maybe use the knowledge to gain something by using the leverage on the monster, who now has real power in his hands?

Or maybe something entirely else. Good luck, and may this bring you a great tale from the Path!

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## *Characters to use during the scenario:*

***"Advanced in": Skill base at least 13***
***"Knows the basics of": Skill base at least 10***

**Olaf the Hare-lip**
Tall, sinewy, experienced man. Known for his cruelty and fierceness in battle. Became rich during multiple raids he led through all his years. Usually short-tempered and wrathful but now, replaced by a doppler, more mild-mannered.
**Advanced in:** Sailing, Swordsmanship, Archery, Leadership, Endurance
**Knows the basics of:** Brawling, Awareness, Physique, Resist Coercion, Tactics

**Suggested base potential when attacking/defending** = 16
**Suggested damage:** 3d6 + 3

**Guthlaf Hjortson**
Middle-aged, educated, well-spoken. Scribe and social representative of the huscarl. The only person aside Olaf who is permitted in his private chamber to rummage through various texts and documents.
**Advanced in:** Education, Business, Social Etiquette, First Aid, Human Perception
**Knows the basics of:** Style and Grooming, Charisma, Persuasion, Deduction

**Guards** - 6 guards in total, interchanging every couple of hours. Use swords, shields, crossbows.
**Suggested base potential when attacking/defending = 13**
**Suggested damage:**
Sword: 2d6 + 3
Crossbow: 4d6

**Possible names for guards, servants**
Male - Donar Houndface, Holger, Harald, Hjort, Brodr Blackhand, Jourlf, Modolf, Skadi, Lotar, Guthlaf
Female - Sturla, Una, Yanna, Birna, Lytta, Jona

| Threat |
| --- |
| Easy<br>Difficult |
| **Bounty** |
| 50 |
| **Armour** |
| 0 |

| | |
| --- | --- |
| INT | 3 |
| REF | 5 |
| DEX | 7 |
| BODY | 6 |
| SPD | 5 |
| EMP | 1 |
| CRA | 1 |
| WILL | 5 |
| LUCK | 0 |

| | |
| --- | --- |
| STUN | 5 |
| RUN | 15 |
| LEAP | 3 |
| STA | 25 |
| ENC | 60 |
| REC | 5 |
| HP | 25 |
| VIGOR | 0 |

Illustration by
Oleg Kapustin

# Pretas

| | |
| --- | --- |
| **Height** | Around 1.25m, hunched |
| **Weight** | About 50kg |
| **Environment** | Almost anywhere |
| **Intelligence** | Consumed by hunger |
| **Organisation** | Packs of 3 to 6 |

## Witcher Knowledge (Witcher Training DC:15)

Pretas are the result of a curse on people that remains even after their death, or rarely, those that have died a particularly agonizing death from starvation. When cursed this way, a victim is doomed to a mindless devoid of any other concern than its hunger for a particular item. The foodstuff that a preta is drawn to isn't necessarily edible, and while some will feast on meat, grains or alcohol, others will just as likely crave faeces, corpses or even metals and minerals. Because of this, preta can be found almost anywhere, if one can spot them.

When visible, preta resemble a hunched, gaunt, goblin-like figure with an ill-fitting maw and gangly proportions. The problem is that they're rarely visible at all and can, in fact, only be clearly seen by those that are also ravenous with hunger; usually achieved by a few days of fasting. These monsters fear both sun and moonlight and the rays of either render them slower, weaker and partially visible, though still difficult to track. The Yrden sign can also be employed to force a preta to become visible.

If injured they're likely to fly into a rage, like a ghoul, becoming more resilient and even healing wounds in seconds, making them particularly dangerous if fought in packs.

## Commoner Superstition (Education DC:10)

*Pretas, otherwise called gaki or hungry ghosts, are the spirits of those who lived a life ruled by gluttony. These wretches are cursed to live a terrible un-life of ravenous feasting upon the corpses of their loved ones they left behind.*

*-Monstrous Tales*, Rivadi of Oxenfurt

| Vulnerabilities |
|---|
| **Cursed Oil** |
| **Celestial Weakness**<br>In moonlight OR sunlight, a preta suffers a -2 to all actions. It also becomes partially visible, halving the benefits from its invisibility (rounding down). |

| Abilities |
|---|
| **Invisible to the Sated**<br>A preta is completely invisible to anyone that has eaten in the last 3 days. This grants it a +10 to stealth and +5 to attacks. Even if the Awareness check to spot the preta is successful, opponents are still at a -3 to attack and defend against it. The Yrden sign makes preta visible. |
| **Consumed by Hunger**<br>Pretas are technically as intelligent as they were in life, but they are blinded by an overwhelming hunger. They cannot be reasoned with or intimidated. |
| **Fury**<br>When preta are brought below 10 HP they enter a fury in which they move every round, attack every round, and regenerate 3 points of damage per turn. |
| **Night Vision**<br>Preta suffer no penalty for any levels of darkness. |

**Starvation**

For each day someone goes without food, they must make an Endurance roll at a gradually raising DC (10, 12, 14, 16, 18, and so on). If they succeed, they subtract 2 from their STA and STUN values. If they fail, they subtract 2 from STA, STUN, and max HP as well as taking a Cumulative -1 to stats (Going no lower than 1).

This damage cannot be healed by any form of Healing. If they get a meal it means they don't have to make the Endurance save for the day and recover 2 to STA, STUN and max HP and 1 to each stat (up to their maximum).

| Skills |
|---|
| Athletics +7 |
| Awareness +8 |
| Brawling +5 |
| Dodge/Escape +6 |
| Endurance +8 |
| Melee +6 |
| Resist Magic +5 |
| Stealth +5 |
| Wilderness Survival +6 |

| Weapons | | | |
|---|---|---|---|
| **Name** | **DMG** | **Effect** | **ROF** |
| Claws | 3d6 | N/A | 1 |
| Bite | 3d6+4 | WA -1, Bleed (50%) | 1 |

| Loot |
|---|
| Infused Dust (1d6) |
| Wraith Essence (1d6/2) |

| Threat |
| --- |
| Medium Difficult |
| **Bounty** |
| 1000 |
| **Armour** |
| - |

| | |
| --- | --- |
| INT | 7 |
| REF | - |
| DEX | - |
| BODY | - |
| SPD | - |
| EMP | 9 |
| CRA | - |
| WILL | - |
| LUCK | 0 |

| | |
| --- | --- |
| STUN | - |
| RUN | - |
| LEAP | - |
| STA | - |
| ENC | - |
| REC | - |
| HP | - |
| VIGOR | - |

Illustration by Bartlomiej Gawel

# Dopplers

| | |
| --- | --- |
| **Height** | Around 1.5m |
| **Weight** | Around 100kg |
| **Environment** | Anywhere |
| **Intelligence** | Human-level |
| **Organisation** | Solitary |

## Witcher Knowledge (Witcher Training DC:15)

Dopplers (also called shifters, mimics, doubles, imitators, or pavrats) are shapeshifters who can take the form of anyone or any beast they have encountered, provided it has a similar body weight. Additionally, they take on not only the characteristics associated with the form they have "borrowed", but also their clothing and equipment at the time they take their form. Despite this, dopplers are considered kind-hearted by nature and therefore tend to refrain from committing atrocious acts. Dopplers tend to take on the personality traits and quirks of the person they're mimicking, however, so they're not incapable of acts of cruelty. Unusually cruel or particularly twisted personalities have been known to make doppers physically ill.

Their natural form is humanoid in shape with rather long limbs, noses, and tongues. Like most magical creatures, dopplers are vulnerable to silver and thus binding them with silver chains will stop them from transforming.

| Doppler Decoction | Removes the Dulled Emotions trait, increasing EMP by 4 for the duration of the decoction. |
|---|---|

| Name | Craft DC | Craft Time | Components |
|---|---|---|---|
| Doppler Decoction Formulae | 18 | ½ hour | |

| Mutagen Source | Effect | Alchemy DC | Minor Mutation |
|---|---|---|---|
| Doppler | +1 EMP | 20 | Normal looking eyes |

## Commoner Superstition (Education DC:12)

*Vexlings, sometimes called changelings, are a demon of mischief that eats the soul of its victim. When feeding this way, it steals its victim's body and mind, installing itself in their place and taking over their life. They do this for no other reason that it pleases them.*

*-A Study of the Monstrous*, Rivadi of Oxenfurt

### Vulnerabilities

**Relict Oil**

**Touch of Silver**
Any contact with silver forces it to assume its true form.

### Abilities

**Mimic**
Dopplers can mirror the form of a target perfectly. This new form is indistinguishable from the original, even to magic and the doppler assumes its targets statistics and skills, with the exception of those listed. The target's equipment is also replicated, including weaponry. In addition, the doppler gains Vigor if the target possesses it and has knowledge of any spells the target may know. The doppler also gains access to the target's memories and personality.
Mimicking a form is quick but still takes the doppler 1 turn to complete the transformation.
The only limitation to this that the doppler can only mimic a target within roughly 20% of its mass. Any scars or dismemberments that the doppler has are also replicated in the assumed form.

### Skills

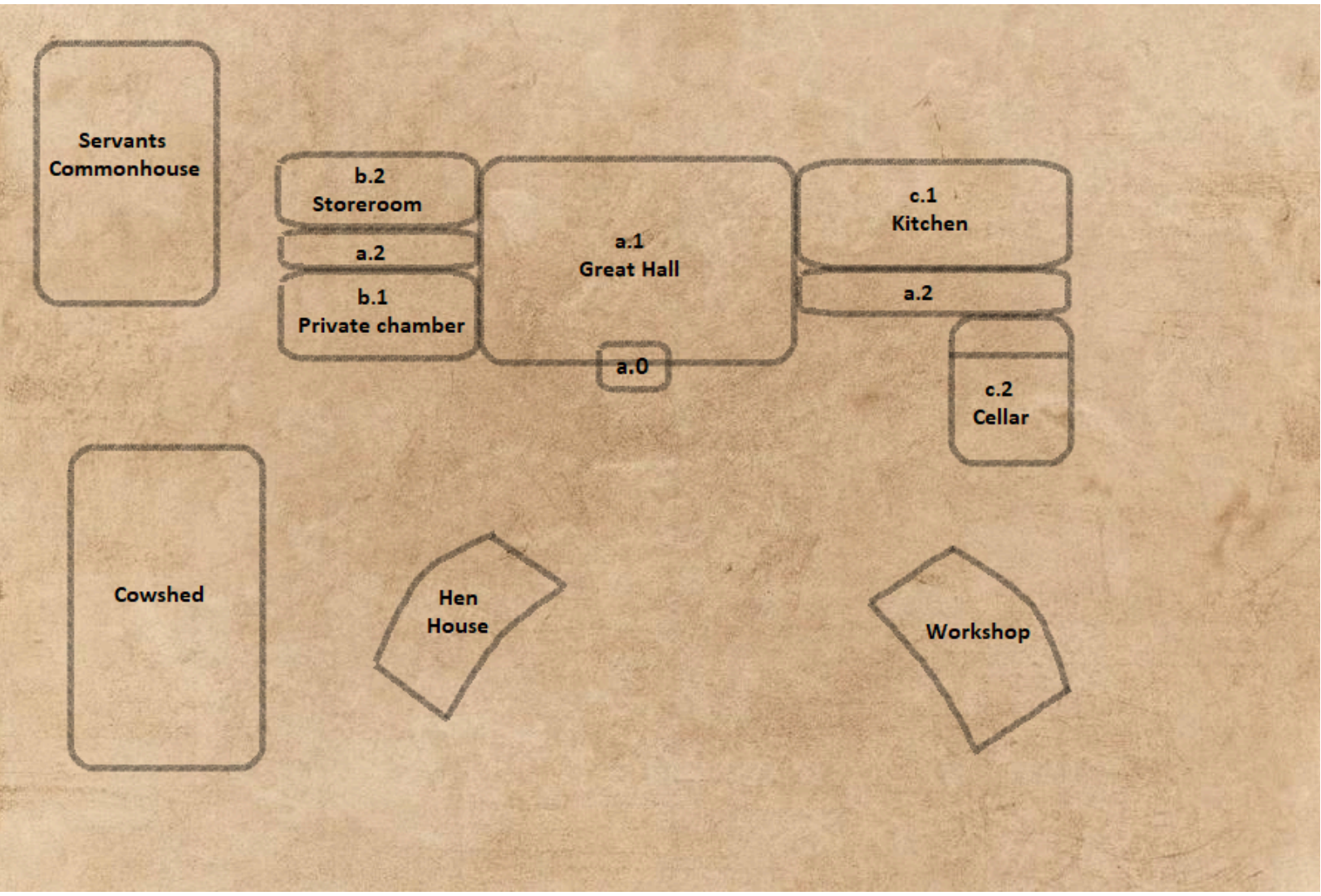
| |
|---|
| Charm +8 |
| Deceit +10 |
| Human Perception +9 |
| Intimidate +6 |
| Resist Coercion +7 |
| Seduction +9 |
| + Mimicked Skills |

### Loot

| |
|---|
| Fifth Essence (1d6/2) |
| Mundane items (1d6) |
| Possible stolen goods |

### Weapons

| Name | DMG | Effect | ROF |
|---|---|---|---|
| - | - | N/A | 1 |




*Scenario made by /u/ThePolishBumblebee*

*Used monster stat-pages come from "Unofficial Witcher Monster Book v1.7" made by u/thehuntersmark.*

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